

N64 NETPLAY

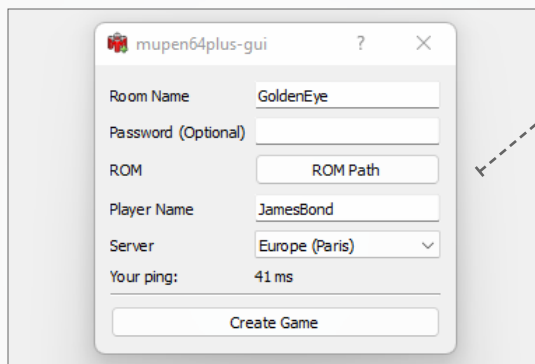
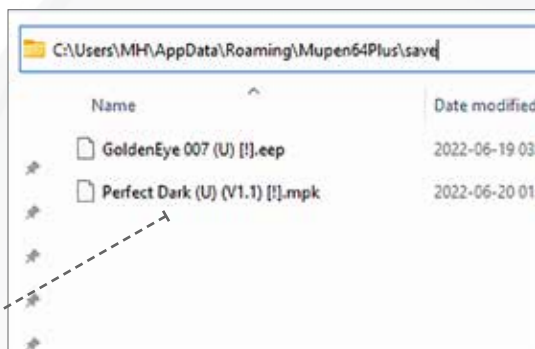
Quick Start Guide

Getting Started

INSTALLATION

Download the latest version of m64pre from [here](#).

Next, download the [100% save files ZIP](#). Open up your `AppData\Roaming` folder (e.g. press **Win + R**, type `%APPDATA%` and hit **Enter**). In this folder, create a folder called **Mupen64Plus**, with another folder called **save** inside. Extract the ZIP file contents into the **save** folder. You should now have something that looks like in the topmost image.



Joining a Room

PLAYERS 2, 3, and 4

To join a game, you must use a ROM file that is identical to that of Player 1. This is indicated by **Game MD5** in the room browser. See [Managing ROMs](#) for more information.

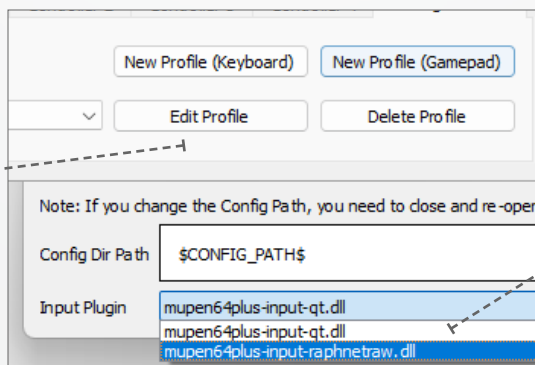
In-progress joins are not possible.



Mapping Controls

CONTROLLER PROFILES

Under **Controller Configuration** you can set up new profiles (**Manage Profiles**) and assign them to controller 1 - 4. For netplay, your Controller 1 applies to you.



Creating a Room

PLAYER 1

When creating a room, ensure you are using a ROM file that everyone else has. See [Managing ROMs](#) for more information.

The game is “hosted” on the server, so select one that provides acceptable latency for all players.

Managing ROMs

DUMPS AND VERIFICATION

Two dumps of the same version of the same game may produce different files still. To identify a ROM file, calculate its MD5 checksum using a tool such as [this one](#).

If you are creating a room, you may want to match the checksum against the [No-Intro database](#) to ensure that your ROM dump is “good”. To learn more about dumping your own cartridge, see [this guide](#).

N64 Controller

THE RAPHNET USB ADAPTER

To use a real N64 controller (first- or third party) via the [Raphnet USB Adapter](#), you should select the **mupen64plus-input-raphnetraw** plugin in **Plugin and Path Selection**.